NES–LO–USA

Lode Runner®

INSTRUCTION MANUAL

Action Series

Broderbund®

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Nintendo®

ENTERTAINMENT SYSTEM™

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Lode Runner by Doug Smith.
©1987 Brøderbund Software, Inc.
Programmed by Hudson Soft.

Thank you for selecting the Nintendo Entertainment System Lode Runner® Game Pak.

Brøderbund®

PRECAUTIONS

1 This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2 Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3 Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model T.V.'s have rounded screens and may block out a portion of the image.

OBJECT OF THE GAME/ GAME DESCRIPTION

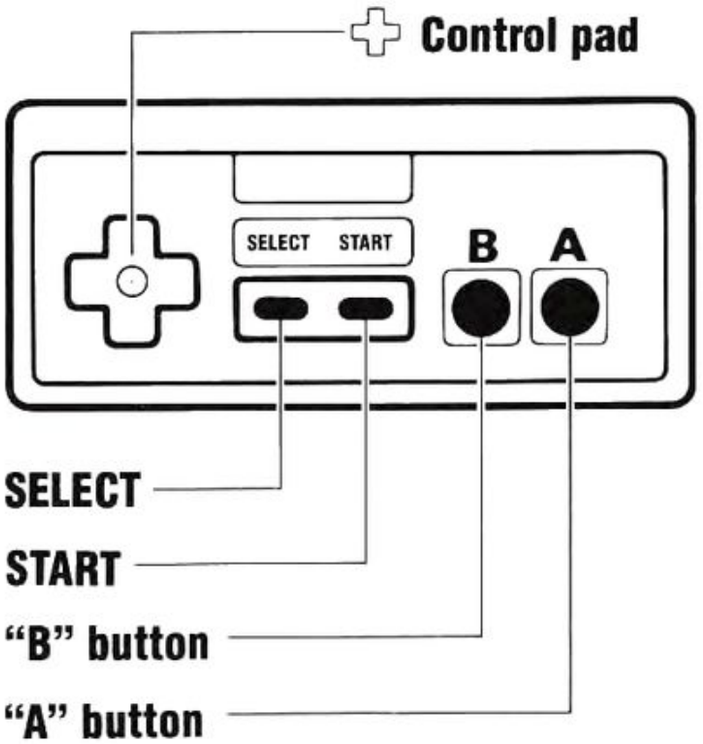
You are a Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the people by means of excessive fast food taxes. Your task? To infiltrate each of 50 different treasury rooms, evade the deadly Bungeling guards, and recover every stack of Bungeling booty!

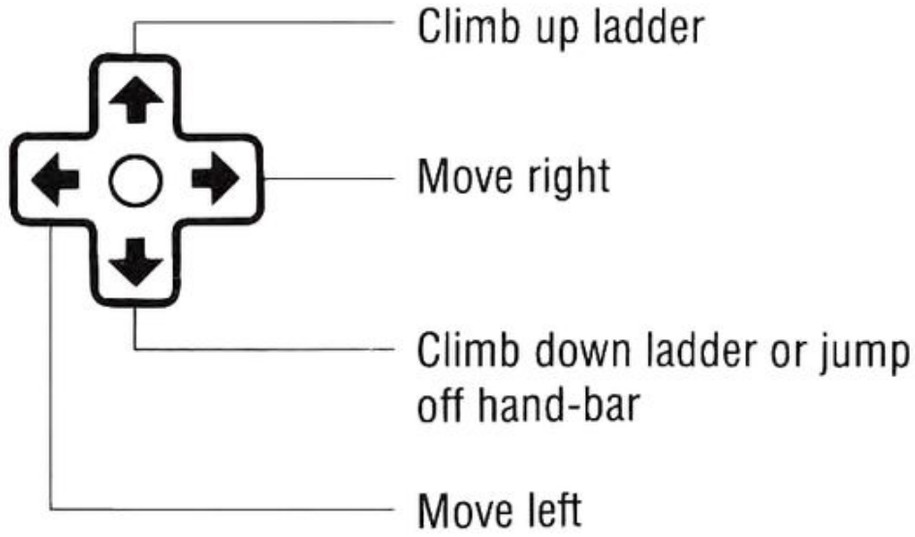
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

CONTROLLING LODE RUNNER

Controller 1/Controller 2

* Controller 1—for 1 player game
* Controller 2—for second player in 2 player game.





"A" button

Drills a hole on the right side of the Lode Runner.

"B" button

Drills a hole on the left side of the Lode Runner.

SELECT button
Pressing this button at the title screen makes the ● move to select the desired game mode—one player, two players or EDIT mode. Choosing one or two player mode will automatically start the game at level 1.

Selecting a Level—During the game, if you press the SELECT button, the level that you are playing will appear on the screen. Pressing the "A" button increases the level, pressing the "B" button decreases the level.

Speed Control—When the level selection is on the screen, hold down the SELECT button and press the "A" button to increase the speed of the game. Hold down the SELECT button and press the "B" button to decrease the speed of the game. The more times you press the "A" or "B" buttons, the greater the change in speed. If the speed is changed by either player, both Lode Runners must play at that speed.

START button
Pressing the START button at the title screen will start the game mode you selected.

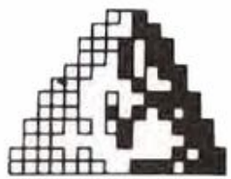
To Pause—If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

PLAYING THE GAME

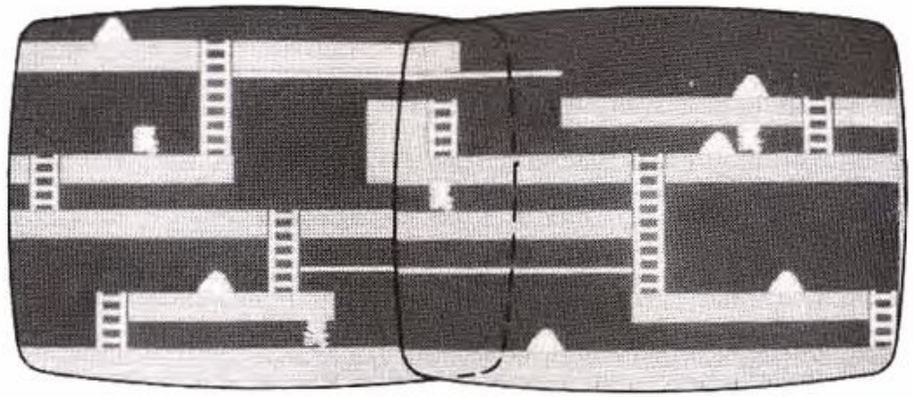
Characters

Lode Runner

Gold



Guard



To complete a level, you must collect all the gold in a level. When you succeed, you may then climb a ladder to the top of the screen and enter the next level. You will use your laser drill pistol to drill pits and passageways through brick floors. You may dig through fissured bricks only, not through solid surfaces, and holes must be drilled all the way through to be effective. If the title screen is left on for 30 seconds, the program automatically begins a self-playing demo. Watch it to get a sense of game play.

Trapping the Bungelings (or yourself!)
If a Bungeling guard falls into a pit and gets stuck, it will become safe (for a moment) for you to run over him; also, he will release any gold he is carrying. Any holes that you've drilled will fill in again after a period of time, and guards caught in them when they refill will die and be replenished by new guards at the top of the screen.

Be careful! Guards can climb out of pits that do not close up around them. Your player, however, cannot climb out of pits and will die if trapped in a pit with a floor that is only a single brick wide.

You will notice that gold carried by a Bungeling ceases to be visible. If you have picked up all the visible gold on the screen and the ladder leading to the next level has not yet appeared or you cannot reach the next level by climbing to the highest part of the screen, one or more of the guards is still carrying gold. You must trap the guards in a pit and pick up their gold.
If an enemy carrying gold falls into a "dead end" and you cannot dig him out, you will not be able to get that gold. If either you, or a Bungeling with gold, get stuck in a "dead end", press SELECT to return to the level selection screen and restart the level.

SCROLLING SCREEN

The Lode Runner screen is a large rectangle, left to right. For that reason, all you see on the TV screen is about half of the entire level.

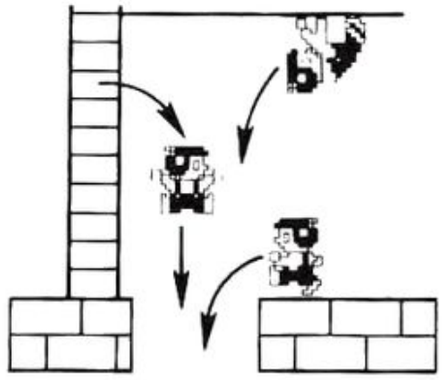
► When you move, the screen will scroll with the Lode Runner.
► Whatever appears on the screen is about half of the level. When you can't find gold or an escape ladder, search for it by moving the Lode Runner around the screen —there must be one somewhere.

SCORE

When you escape from a level, your score will be displayed and you will receive an extra Lode Runner (maximum of 9 runners).

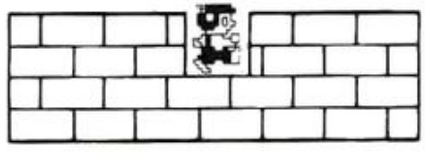
► Gold-100 points
► Robot-100 points
► Once in a while a fruit appears. You get bonus points if you can catch the fruit.
► High score is displayed before each new level, however by pressing the RESET button or turning off the machine you will lose your high score.

TECHNIQUE



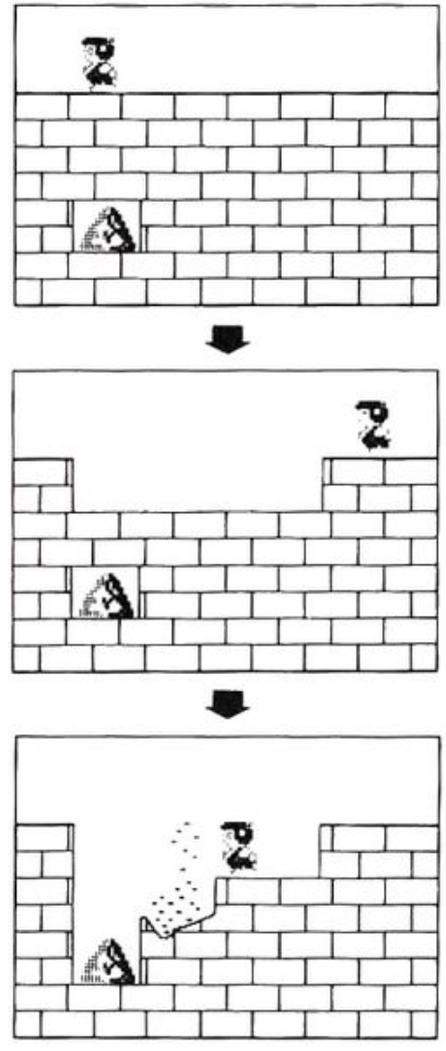
► Lode Runner can jump from any height. He can even jump off of a hand-bar or ladder or through a hole in the floor.

► The only place that you can dig a hole is in a fissured brick, however there are a couple of other places that you cannot dig a hole such as directly underneath a ladder, directly underneath a hand-bar or in a trap door.

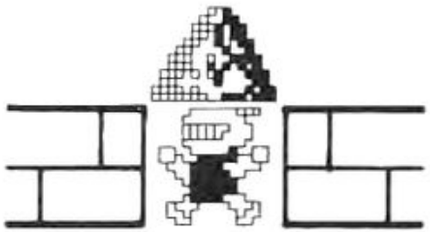


► The Lode Runner can dig a hole to jump through, but if the hole is no more than one brick wide and there is a bottom to the hole, he will not be able to climb out.

► **Getting the gold:** By running through a stack of gold you can pick it up. If it's floating in the middle of the air, you can drop on the gold to pick it up. If the gold is surrounded by bricks, dig a hole. In order to dig a hole there must be at least two spaces (one to stand on and one to dig), so plan carefully how to get buried gold. Also, don't forget to dig a hole so you can escape. If you collect all the gold but the escape ladder does not appear, remember, Bungelings sometimes



carry gold. In this case, dig a hole to trap the Bungeling and if it has any gold it will drop it.



► **Finding the escape ladder:**
The ladder reaching to the top of the screen is the escape ladder. If you collect all the golds, music will play and the escape ladder will appear. When you climb up this ladder, you can go to the next level. There are 50 levels, how many levels can you complete?

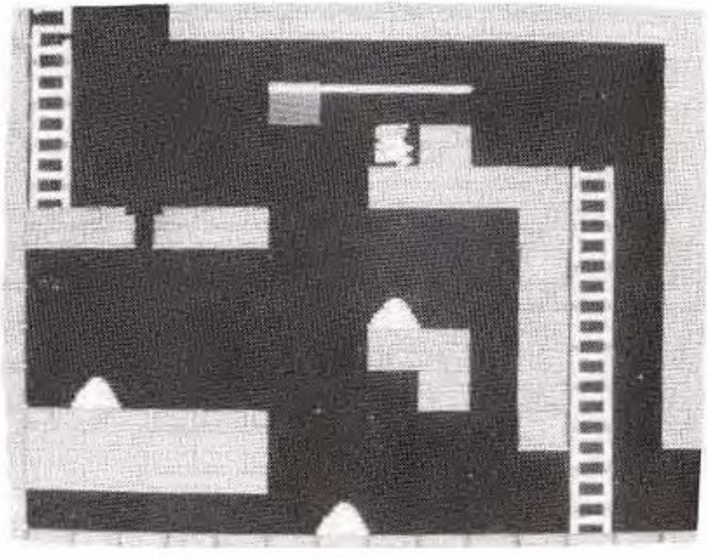
DESIGNING YOUR OWN GAME BOARDS

To use the editor:

1. Press the RESET button to get to the title screen.
2. Use the SELECT button to move the ● to EDIT MODE.
3. Press START button and you will see the editing screen (as shown in the diagram). Now you are ready to edit your own screen.
4. To quit editing, press SELECT and START at the same time to bring you back to the title screen.

* You may only create one screen at a time. Any screen you design will be lost if you press the RESET button or turn off the power to the machine.

► **Placing the Lode Runner shapes:**
The process of designing your own boards is simple. Place gold, bricks or ladders anywhere you like on the screen to create your own level to play. There is one limitation — the screen you can create is only the size of the TV monitor, so it doesn't scroll.



1 Use the control pad to move the cursor (the blinking yellow square) up, down, left and right to the place where you would like to place the character.

2 Choose the character you'd like to place. By pressing the "A" button you can scroll up through the choices of squares to place. Pressing the "B" button will scroll down through the choices.

3 When you get the character you want to place, move your cursor and that character will be placed where the cursor was.

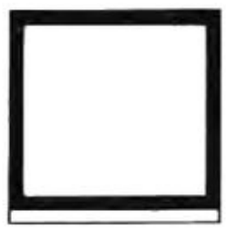
CHARACTERS AND THEIR ORDER OF APPEARANCE

► When you play your level, the trap door (#5) will appear just like diggable bricks. #6 (the escape ladder) will be invisible until you have collected all the gold.

► Use #10 (blank) to erase a square.

1 Brick (diggable)

2 Concrete (undiggable)



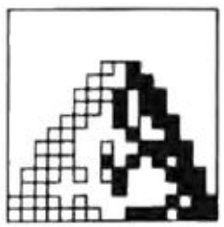
3 Ladder

4 Hand-bar

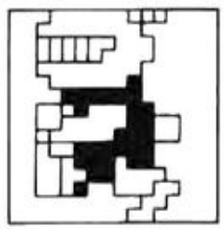
5 Trap door

6 Escape ladder

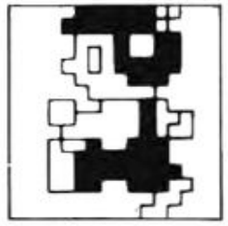
7 Gold



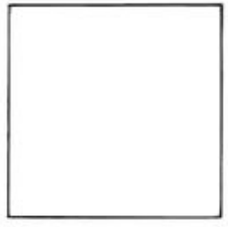
8 Enemy robot



9 Lode Runner



10 Blank



► Playing your own screen:

When you've created a screen that you like, press the START button to begin the game. The first time you play a level you have created, you may find many problems. Pressing the SELECT button will return you to the edit screen.

► Check the following in order to create a playable level:

1 Are all the gold placed where they can be gotten?
2 Is there an escape ladder reaching to the top of the screen?
3 Is there a way to get to the escape ladder?

In order to check these points, it may be a good idea to play without Bungelings.

* When you clear your own level, you will be returned to the editing screen.

* If a runner is caught by a robot or buried inside a brick you will be returned to the editing screen.

The SAVE and LOAD selections are not functional.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for addtional suggestions. The user may find the following booklet prepared by the Federal Communications Commision helpful:
How to Identify and Reslove Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

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